

## Carrera:

Ingeniería en Tecnologías de la Información

# **Asignature:**

Fundamentals System Web

# Assigment

Search for an algorithm or business rule that helps the specifications of a calculator.

Group #6

## **Integrants:**

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## **Business Rules:**

#### Rule 1:

Variable concept. A variable is a memory location in the computer or calculator that has a name (identifier) and in which different values can be stored.

### Rule 2:

Function concept. Most scientific calculators come with hundreds of functions, and students can create procedures that behave like functions (accept parameters, perform calculations, and report a result).

## Rule 3:

Management of equations and graphing.

## **Rule 4:**

Mathematical modelling. Some of the key ideas of the mathematical models are present in the virtual manipulatives (simulations and microworlds). These manipulatives can be used both in training processes (drill and practice) and in mathematics education. However, the trend is to use them in environments where students become designers and not just consumers.